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# (12) United States Patent

## **Stevens**

# (54) CONTRAST RATIO DETECTION AND RENDERING SYSTEM

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## (58) Field of Classification Search

None

See application file for complete search history.

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## (57) ABSTRACT

Systems and methods can automatically detect bad contrast ratios in a rendered frame of a game application. A frame in the game application can be divided into a plurality of pixel regions with each pixel regions having multiple pixels. The systems and methods can calculate luminance of the pixels in the pixel region and calculate a contrast ratio for the pixel region based on the luminance of the pixels in the pixel region. The contrast ratio of the pixel region can be used to determine whether it is sufficient to meet a threshold contrast ratio. The color of the pixel region can be automatically changed to a predefined color to indicate that contrast ratio is sufficient to meet the threshold contrast ratio.

## 20 Claims, 8 Drawing Sheets

